

FIG. 1

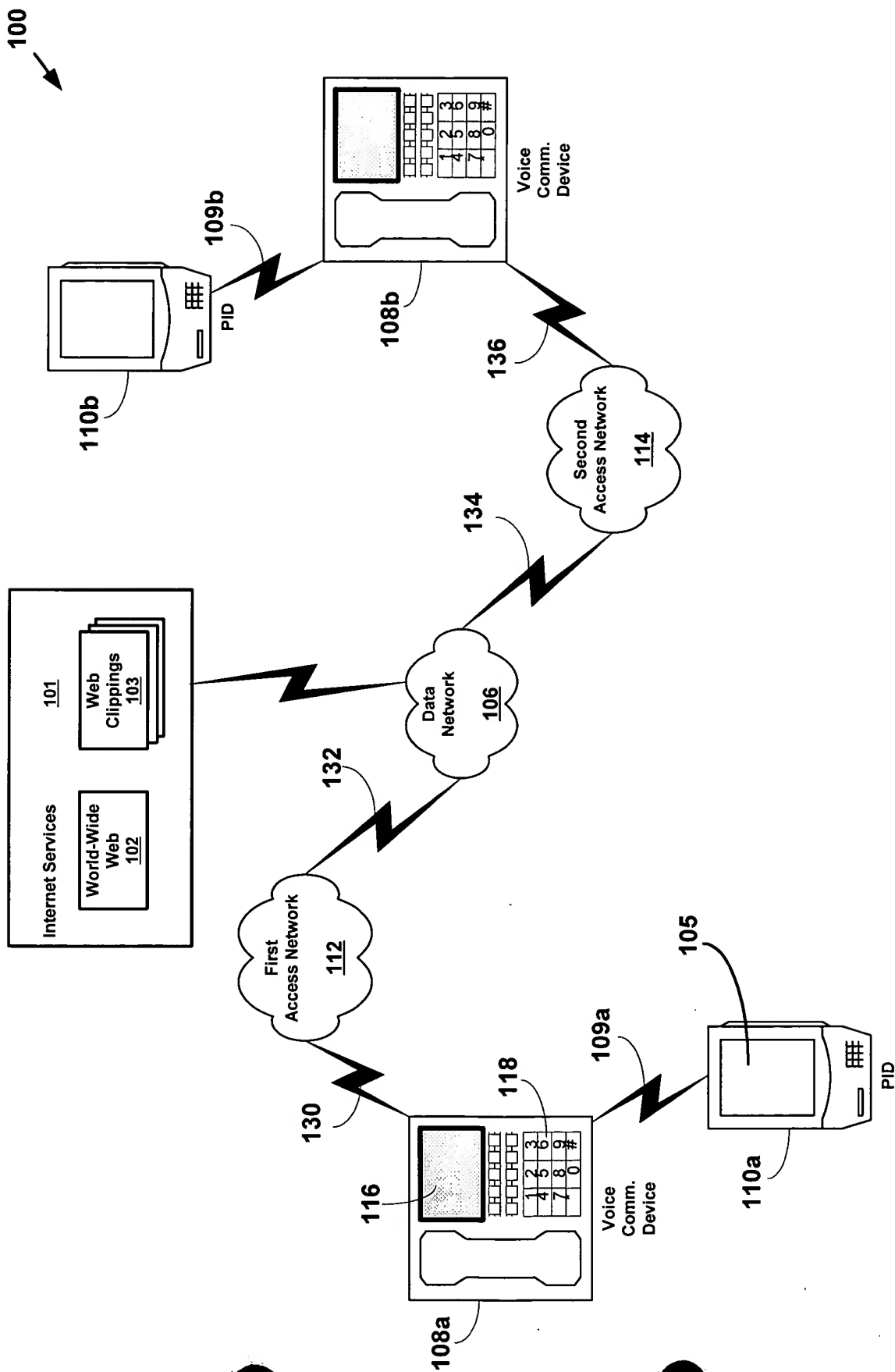


FIG. 2

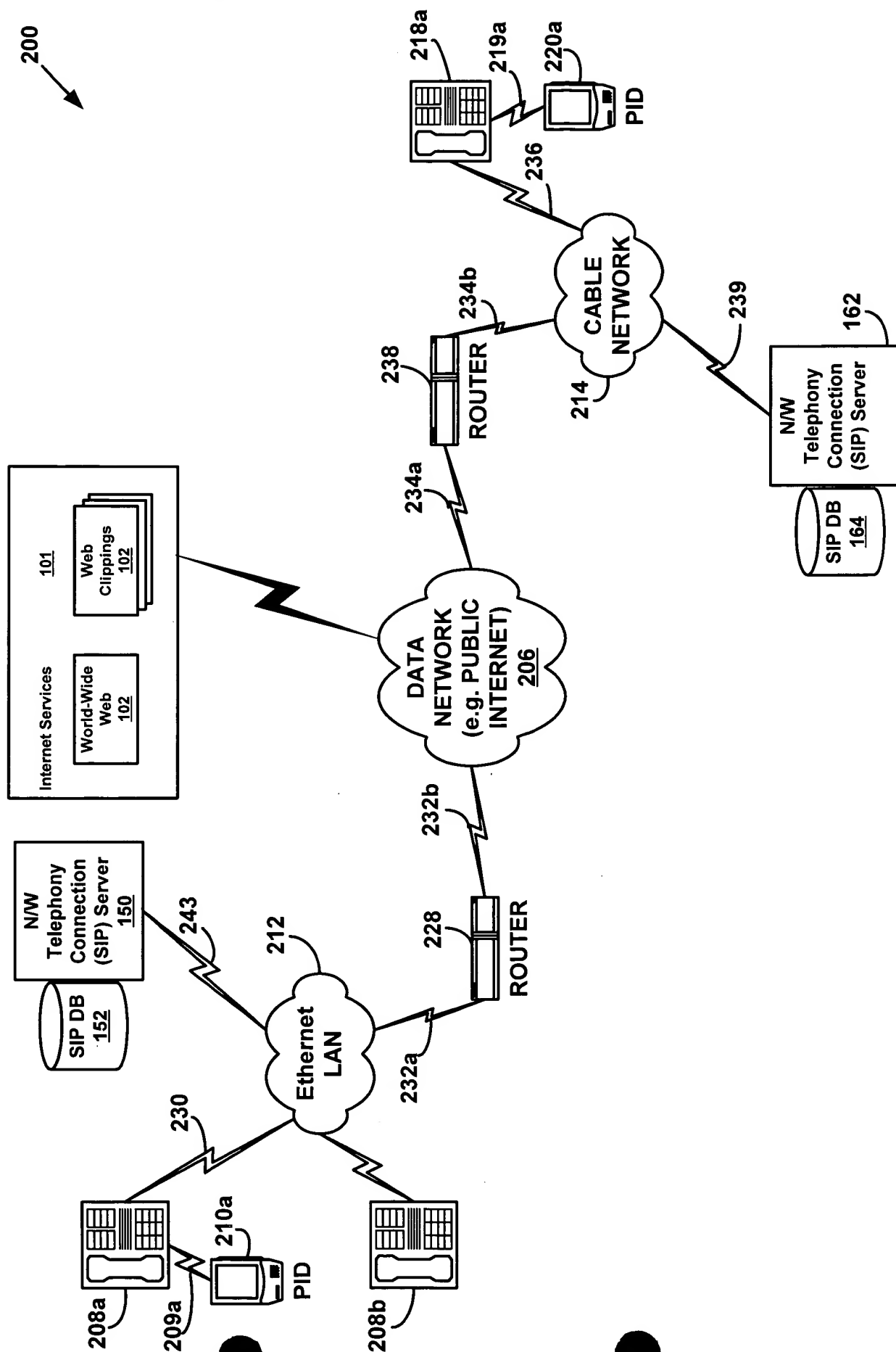


FIG. 3

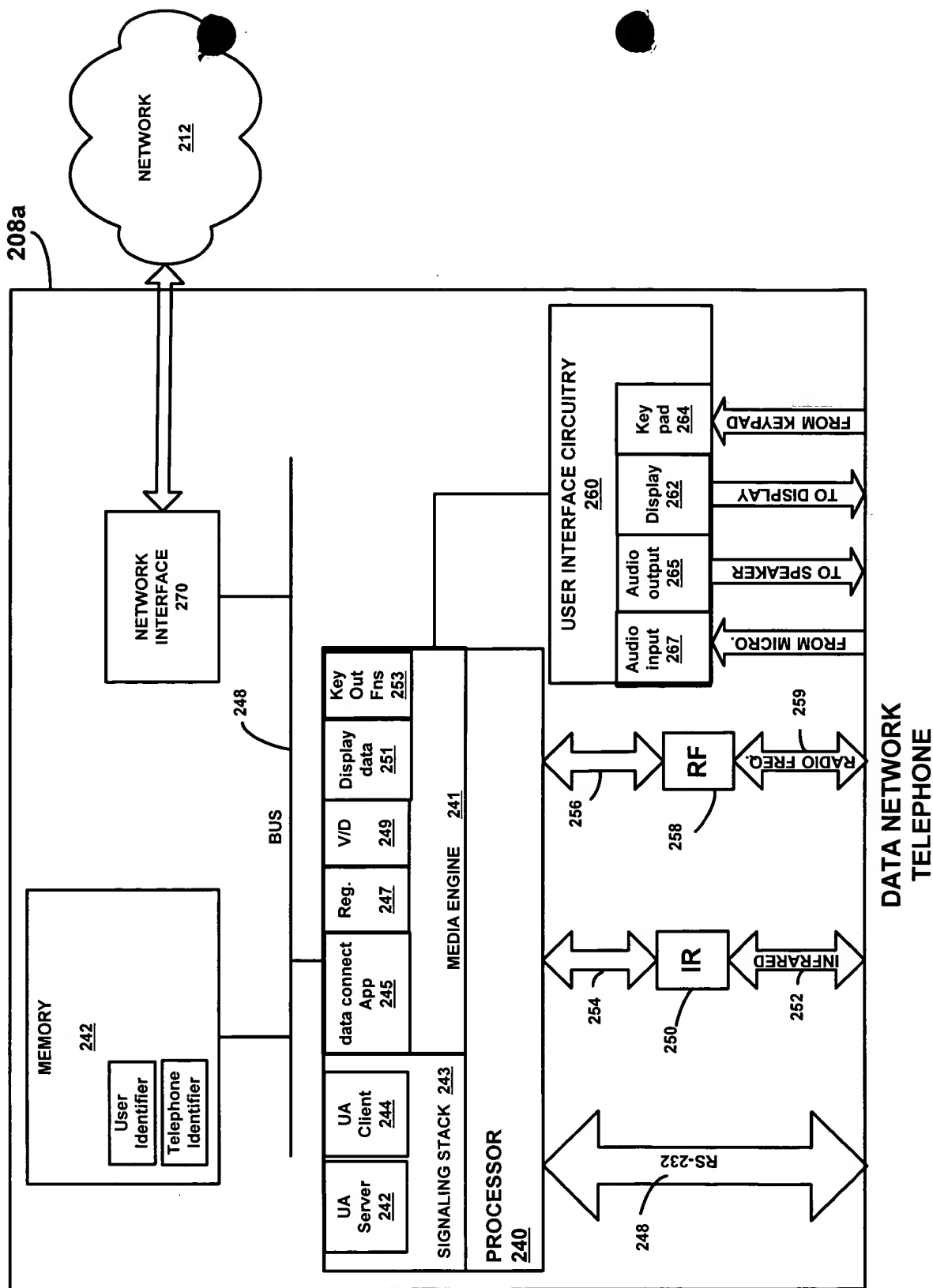
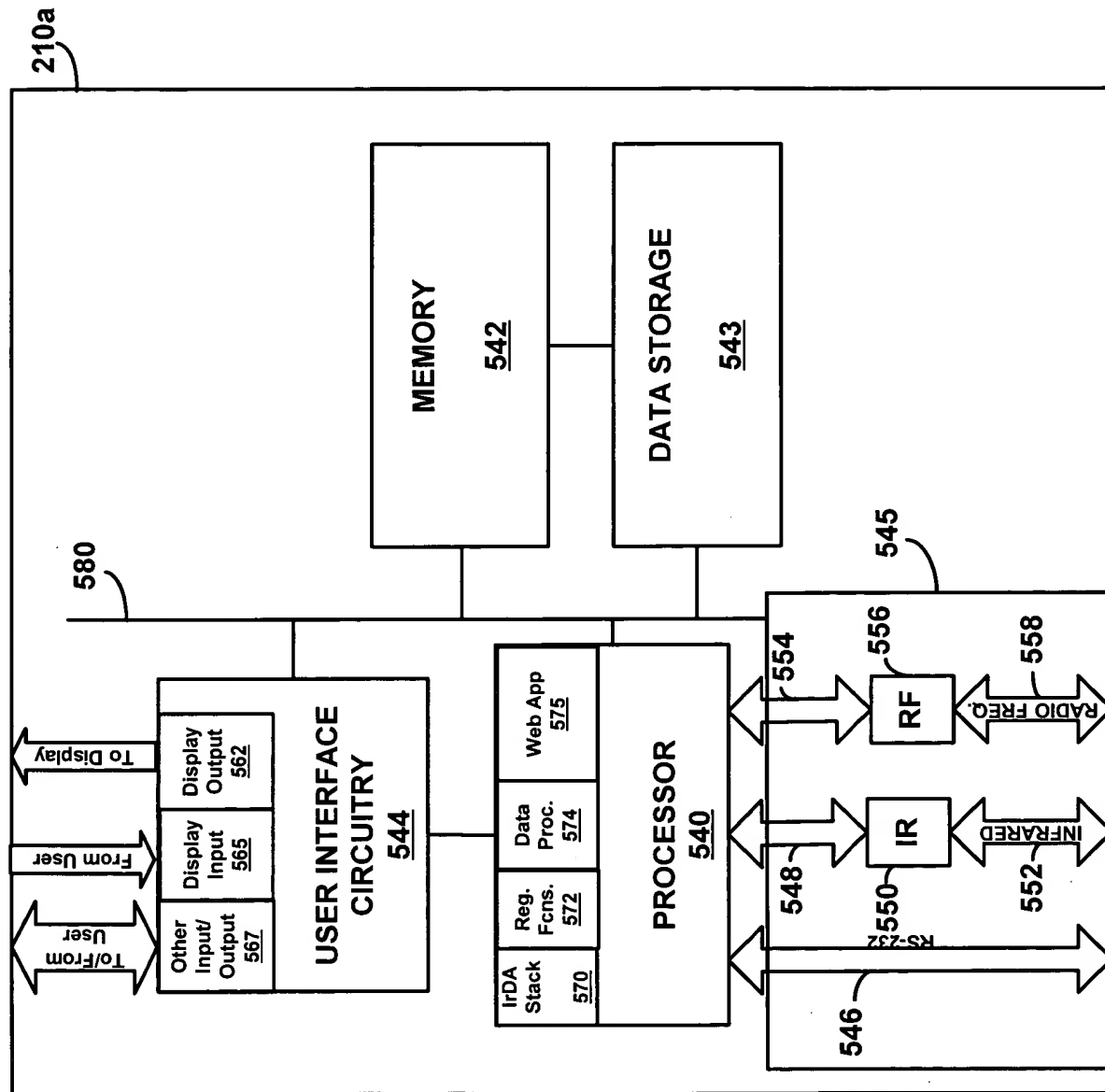


FIG. 4



PID

0340633 03293

600

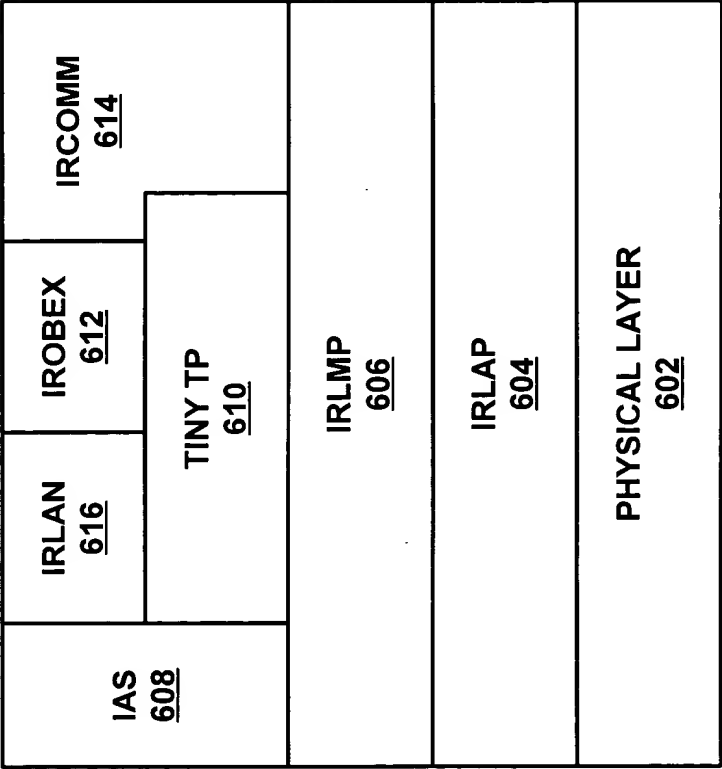
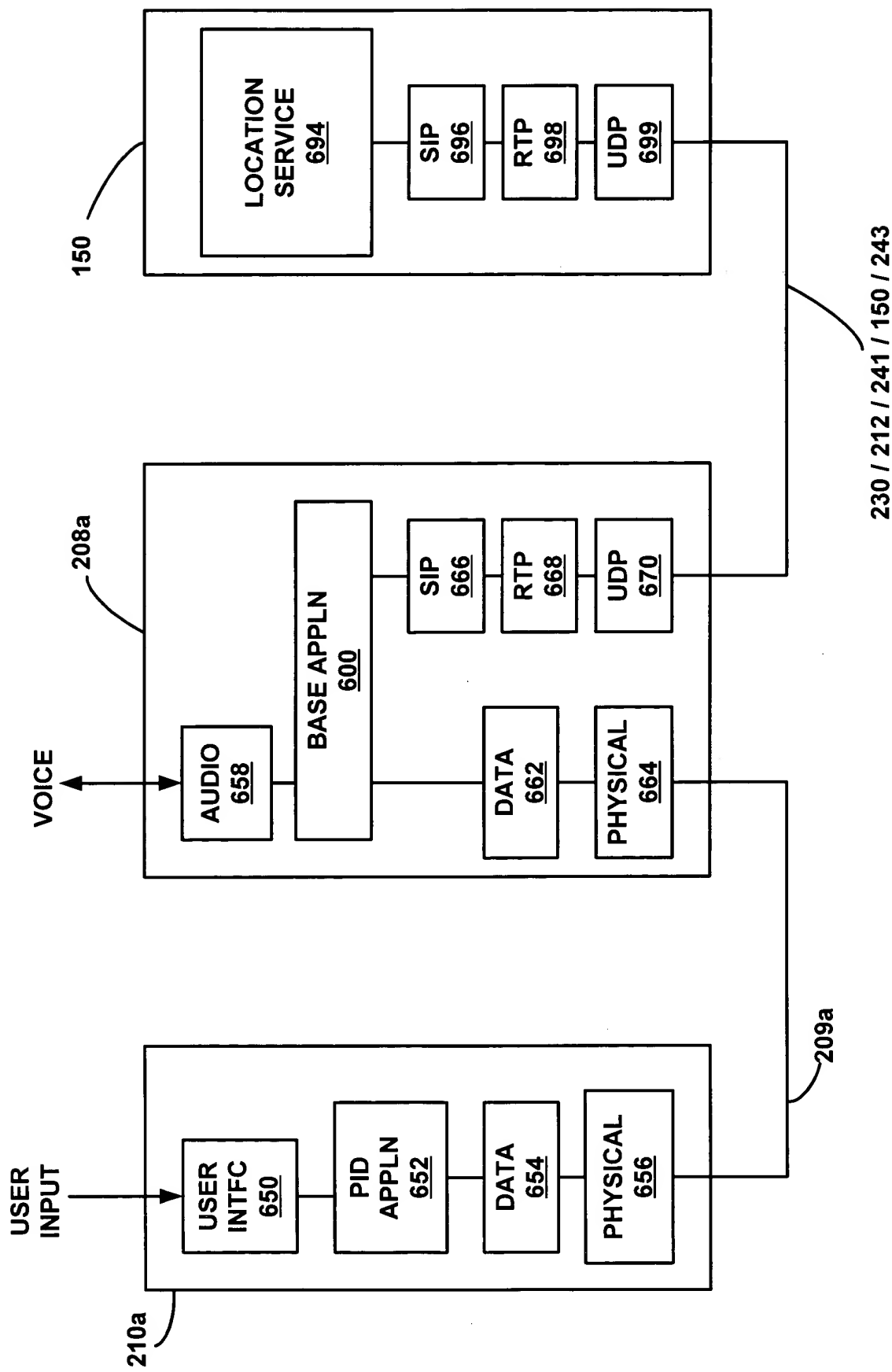


FIG. 5

FIG. 6



09406352 0323

FIG. 7A

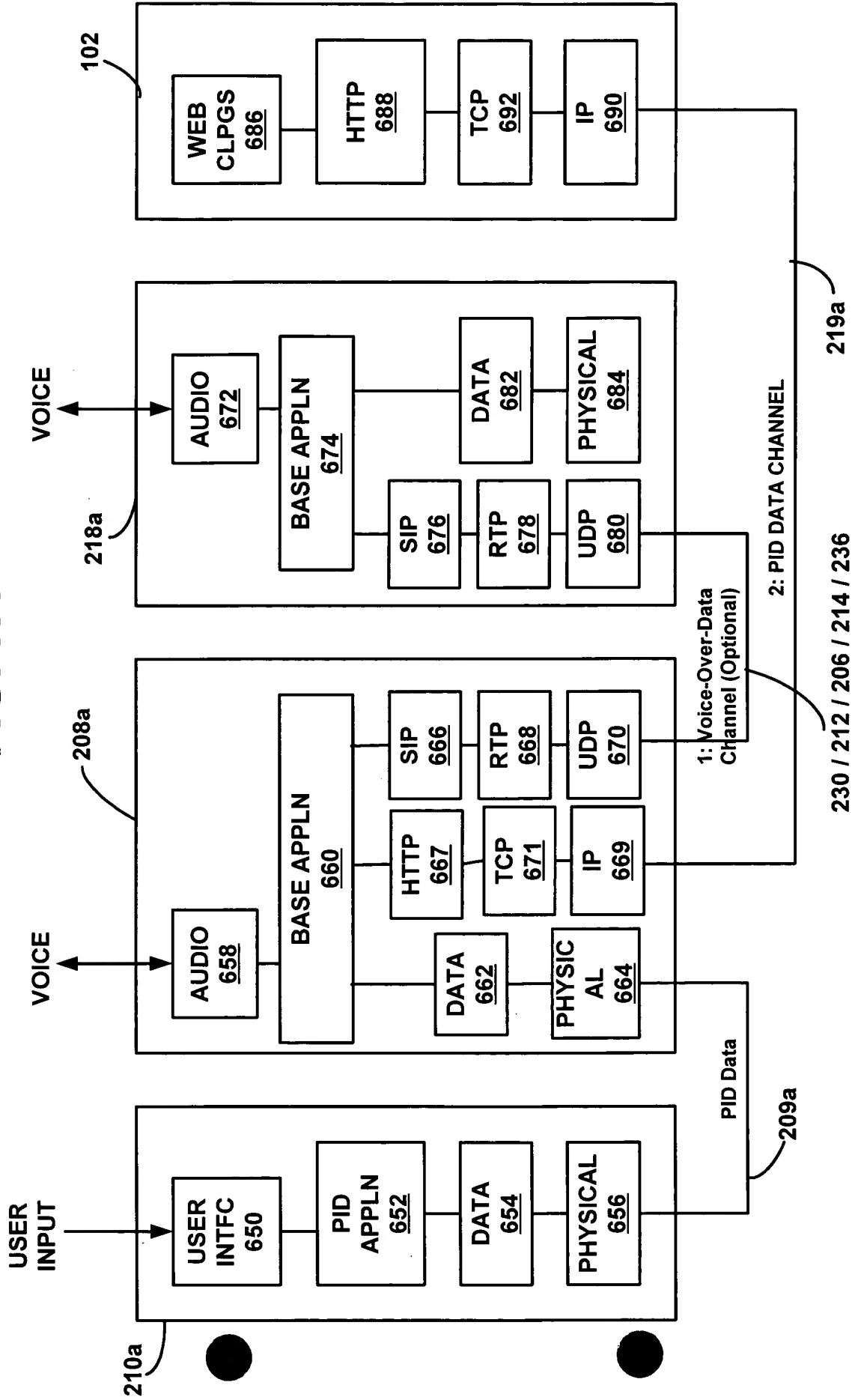


Figure 1 is a block diagram illustrating a network architecture for a VoIP system. The diagram shows four main components: 1. User Input (210a) containing a User Intfc (650), PID APPLN (652), PPP CLIENT (653), and PHYSICAL (656). 2. A central switch (208a) containing an AUDIO (658), BASE APPLN (660), PPP SRVR (663), HTTP (667), TCP (671), IP (669), SIP (666), RTP (668), UDP (670), and PHYSICAL (664). 3. A second switch (209a) containing a PHYSICAL (656), PPP CLIENT (653), PID APPLN (652), and USER INTFC (650). 4. A third switch (210a) containing a PHYSICAL (656), PPP CLIENT (653), PID APPLN (652), and USER INTFC (650). The diagram also shows a VOICE channel (218a) and a PID DATA CHANNEL (219a) connecting the components. The VOICE channel connects the AUDIO blocks (658, 672) and the BASE APPLN blocks (660, 674). The PID DATA CHANNEL connects the PHYSICAL blocks (656, 664, 684) and the IP blocks (669, 690).

FIG. 8

